

RUBRIC: Dell/Microsoft Gaming (Minecraft) (part 1 of 2)

UPDATED for 2016 From Digital Online Judging to State Championship
Individual or Group Event, 1 Design Allowed Per School to Apply

For this competition the team of students will be designing a copy of their school building in Minecraft. A team can be one or more students. This can be to any scale that the participants deem manageable. The finished product should include attributes of the building such as architecture, design, layout, and functionality. Features of the area surrounding the school may also be incorporated such as football field, track, parking lot, etc. Students are encouraged to make working functions of the school building also function in the Minecraft model as game mechanics allow. **Only stock Minecraft models will be accepted. There should be no modifications or plugins of any kind made to the software used in the construction of the finished product. Students should only use the base Minecraft game client to construct their models. The use of any editing software other than the game itself is not allowed. The model produced from this competition should be an original work and not include imported components from external sources.** The finished Minecraft product should include a zipped version of the folder containing the world the model was built in and a written summary of the model.

The written summary should include the following:

- An explanation of the build process of the model itself including things such as the determination of scale and layout
- An explanation of any mechanisms that were included in the model and how they function
- The XYZ coordinates of the model itself within the world (This information is available by pressing F3 in the game client)
- The street address/GPS coordinates of the school being modeled
- Any items of note that were included in the model to include in the evaluation

Entries will be reviewed and judged prior to State Championship to determine finalists. Winners per grade grouping (Elementary, Middle, High) will be determined/announced at the event. You will be notified prior to the State Championship as to whether or not you are a finalist.

Minecraft software will not be provided by the state. For more information about Minecraft see <https://minecraft.net/>.

Once you have registered and have received a confirmation email, more information and updates to the competition can be obtained at the Gaming Competition Community site at https://staffkyschools-my.sharepoint.com/personal/stlpgaming_education_ky_gov1/stlpgaming2016/_layouts/15/start.aspx#/SitePages/Home.aspx

REGISTRATION INFORMATION

If you would like to register your school STLP group to participate in the competition, please sign up for the event through the main STLP site (<http://stlp.education.ky.gov>) as you normally would, and then use the registration part of the gaming community site to receive permissions to the site and space to upload your finished product: https://staffkyschools-my.sharepoint.com/personal/stlpgaming_education_ky_gov1/stlpgaming2016/_layouts/15/start.aspx#/Lists/Registration/AllItems.aspx

Once your upload space has been created the coordinator will receive an email with upload instructions and initial information.

Questions can also be emailed to stlpgaming@education.ky.gov

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What the STLP Coordinator/Coach/Teacher should do:

- Share the rubric with students
- Assist students with Minecraft software including installation and exporting the world file zip to provide to judges electronically
- Make use of the Community Site for questions and information regarding the competition
- Check for copyright issues

What the student should do:

- Review rubric and follow all copyright rules
- Create a finished model of their school defined above
- Create written summary defined above

CATEGORY	CRITERIA	POINT WEIGHT
ACCESS	The world and can be accessed and viewed by judges	5
COPYRIGHT	There are no copyright issues; Content is school appropriate	5
DESIGN	Completeness of design. Resemblance to real school	30
PROCESS	Written summary of build process	20
MECHANISMS	School building incorporates multiple functioning mechanisms	20
CREATIVITY	Use game components in unique ways to achieve the design	10
COMPLETENESS	Variety of material/object use in game to represent school building	10
	TOTAL POSSIBLE SCORE	100